

March 1995

Win an Autographed Pair of

Shaquille O'Neal's
Sneakers!

Disney
Adventures



\$2.50 Can. \$2.95



0 71435 18344 6

Reebok

Uh oh!

The Shaq Attaq IV

The official shoe for Team Shaq™

For more information about Reebok basketball products, call 1-800-843-8444.

© 1995 Reebok International Ltd. All Rights Reserved. REEBOK is a 2nd and registered trademark of Reebok International Ltd. SHAQ and The Dunkin' are trademarks of M&G M&G, Inc.



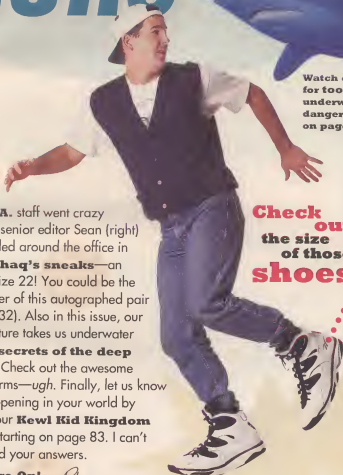
hello



Watch out
for toothy
underwater
dangers
on page 37!

The **D.A.** staff went crazy when senior editor Sean (right) stumbled around the office in a pair of **Shaq's sneaks**—an amazing size 22! You could be the lucky winner of this autographed pair (see page 32). Also in this issue, our Big Adventure takes us underwater to explore **secrets of the deep** (page 37). Check out the awesome mondo worms—ugh. Finally, let us know what's happening in your world by filling out our **Kewl Kid Kingdom Survey**, starting on page 83. I can't wait to read your answers.

**Check out
the size
of those
shoes.**



Adventure On!



FRENCH TOAST PROFILE

NAME: Michael O'Heir

FAVORITE HERO: Superman.

AGE: 11

FAVORITE VILLIAN: Mr. Schmidt, my math teacher.

HOMETOWN: Baltimore, Maryland

BIGGEST WISH: To meet an alien from another galaxy.

HOBBY: Reading comic books.

GOAL IN LIFE: To be a commander at NASA.

PET: My Boa Constrictor "Jaws".

CLOTHES: French Toast.

©1996, Copyrighted Material. All rights reserved. All Rights Reserved.

How to become the star of the next French Toast Profile.

You can become a French Toast Profile model (if between the ages of 2 and 14 & a U.S. or Canadian resident). No purchase necessary. 1,000 finalists for judging will be selected in a random drawing. To get a copy of our complete official rules please send a self-addressed envelope to Rules (Contest #3), Become a French Toast Model, P.O. Box 787, Gibbstown, NJ 08027.

FOUR GRAND PRIZES

Four winners will: 1) Become a French Toast model and be eligible to be featured in future French Toast Profile ads. 2) Receive a one year representation agreement with Wilhelmina Models. 3) Receive a Compaq Personal Computer (ARV \$2,000).



25 1st PRIZES

A set of 25 comic books from DC Comics. (ARV \$50)

25 2nd PRIZES

Monopoly Games from Parker Brothers. (ARV \$30)

100 3rd PRIZES

Barbie products from Mattel. (ARV \$30)

100 4th PRIZES

Mighty Morphin Power Ranger toys from Bandai. (ARV \$30)

100 5th PRIZES

Wilhelmina's World of Child Modeling Guide Book (ARV \$15)

OFFICIAL ENTRY FORM

To enter please enclose entry form (or copy of entry form), photo of your child, and a descriptive letter, all using the pre-addressed envelope as above. Send it to: Become a French Toast Model (Contest #3), P.O. Box 844, Gibbstown, NJ 08027. All entries must be received by July 15, 1996.

Name

Address

City/State Zip Code

Telephone Age

Date of Birth Sex Size

Date of Entry Height Weight

Clothes, footwear and accessories.
You don't eat 'em. You wear 'em.

**FRENCH
TOAST**

ZIP CODE

Your Letters and Kid Pics6

D.A. BUZZ

Can You Create an Alien? Is There
a Hurricane With Your Name on It?
Time Out...Are You Out in Left Field?!!9



TICKET

Hangin' With Guitar Whiz Nathan Cavaleri, Three Stars From
"Party of Five"—Plus, Who's Your Favorite Brady?15

SHAQ!

D.A. Trails Some of the Biggest Footprints in the NBA:
Shaquille O'Neal Answers All Our Questions and Still
Has Time to Party22

MARCH MADNESS

A Basketball Blitz of Hoops History, Net Nicknames
and the Coolest Cagers Ever33

BIG ADVENTURE

Undersea Explorer
Dr. Robert Ballard
Takes Us—Glub—

Into the Deep37



SPORTS

No Speed Limit but Plenty of
Speed: Stock Car Racing Rules!
Plus, Kid Speedster
Ryan Zeck44

SCIENCE

Joe Rocket48
The Earth Is
Moving!50
Weird Yet True52



COMIC ZONE55

KID BLASTOFF

"Attack of the Bomb Squad,"

Part 356

ALADDIN

"The Magic Monkey,"

Part 264

BONKERS

"The Temple of Doom,"

Part 176

DARKWING DUCK

"Evil Eye-Yi-Yi"82

GOOF TROOP

"Bad Connection"85

**GAMES, PUZZLES AND
MORE STUFF**

Video Games86

Card Shark90

Puzzles92

**Disney
Adventures**

EDITORIAL

EDITOR-IN-CHIEF

Phyllis Ehrlich

EXECUTIVE EDITOR

Suzanne Harper

ART DIRECTOR

Robyn Ewing

COMICS EDITOR

Heidi MacDonald

SENIOR EDITOR

Sean Plotner

ASSOCIATE EDITOR

Iz Smith

SENIOR DESIGNER

Amy Mullins

COPY EDITOR

Amy Reder

EDITORIAL ASSISTANTS

Christine Donnelly

Michelle Ernst

ART PRODUCTION

Gregory Benton

BUSINESS

PUBLISHER

Nina Lawrence

EASTERN ADVERTISING DIRECTOR

Susan Webber Gatto

WESTERN ADVERTISING DIRECTOR

Alec A. Liburn

MIDWEST ADVERTISING MANAGER

Michelle M. Butler

NEW YORK ADVERTISING

MANAGER

Henry J. Watkins

ACCOUNT MANAGERS

Valin Jackson

Keith Kane

Rosemarie Markes

Betsy Tattler

MARKETING DIRECTOR

Nina Borstad

MARKETING MANAGER

Susan Wolfe

SALES DEVELOPMENT MANAGER

Carolyn Heaney Edgerlon

SALES DEVELOPMENT COORDINATOR

Suzanne Lunny

CORPORATE PROMOTIONS

MANAGER

Maria Schmecker

DIRECTOR OF PRODUCTION

Barbara Pietuch

PRODUCTION MANAGER

Billy Williams

PRODUCTION COORDINATOR

Linda Kirwin

CORPORATE RESEARCH DIRECTOR

Carmie Chehayl

RESEARCH DIRECTOR

Latha Sarathy

DIRECTOR OF CIRCULATION

Thomas Slater

NEW BUSINESS CIRCULATION

MANAGER

Donna Clarke

NEWSSTAND SALES DIRECTOR

Bob Bruno

NEWSSTAND FIELD MANAGER

Bill Cood East Coast

NEWSSTAND COORDINATOR

Valerie Walker

FULFILLMENT MANAGER

Danae Bealin

CIRCULATION COORDINATOR

Mark Viola

FINANCE MANAGER

Glenn Baker

ADVERTISING COORDINATOR

Jeff Witzke

ASSISTANT TO THE PUBLISHER

Diane M. Soulakis

ASSISTANT TO ADVERTISING

Molly Mansur

VICE PRESIDENT, PUBLISHING

John Skipper

SUBSCRIPTIONS:

(800) 829-5146

Outside the U.S.,

call (904) 445-4662

P.O. Box 420200

Palm Coast, FL 32142-0200

ADVERTISING:

NYC (212) 633-4407

Chicago (312) 587-0785

Burbank (818) 973-4071

EDITORIALS:

(212) 807-5821



ATTENTION ALL DETECTIVES "GET A CLUE"



WHODUNIT MYSTERY GAME CONTEST

PRESENTED BY



The April issue of D.A. will
give readers a chance
to be a **REAL DETECTIVE**

Uncover the mystery behind the murder of
Mr. Boddy. Use the clues in next month's
issue of DA — AND look very closely at the
Clue game box cover.

The **SUSPECTS**
& their **WEAPONS** of choice



MR. GREEN
ROPE



COLONEL MUSTARD
CANDLE HOLDER



MRS. PEACOCK
GUN



PROF. PLUM
KNIFE



MISS SCARLET
PIPE



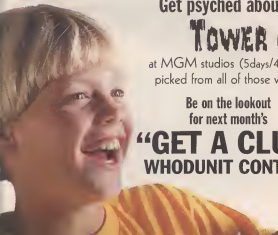
MRS. WHITE
WRENCH

Get psyched about winning a trip to the
"TOWER OF TERROR"

at MGM studios (5days/4nights). One lucky sleuth will be
picked from all of those who solve the mystery correctly.

Be on the lookout
for next month's

"GET A CLUE"
WHODUNIT CONTEST



zip code

Your letters, photos and comments. (Thanks!)

Okay,



Space Games

When I grow up, I want to be an astronaut or a scientist. I want to study the solar system and the earth's surfaces, and I want to study stars and comets. I would also like to try to play Twister in outer space. Samantha Benson, 10 Portsmouth, Virginia



kid pics

Uninvited Dinner Guest

One night I went out to feed my cat. After I poured the food, I went to pick up my cat, but I didn't—because it was an apassum! Instead, I screamed and ran inside. Then my dad went out and chased it away! Rachel Northcutt, 12 Woadstack, Georgia

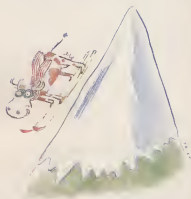
but Can You Say "Moo" in Norwegian?

Cows are my favorite animals in the whole world. My uncle in Norway has a farm with only cows—that's where I spent my summer vacation. It was cool. If you liked Norway for the Winter Olympics—summer there is even cooler!

Anne Marie Ritzell, 12
Silver Spring, Maryland

Send us your letters, photos or drawings, along with your age and phone number: DISNEY ADVENTURES, Zip Code, P.O. Box 861, New York, NY 10011.

If you subscribe to America Online, you can send us your letter electronically. The DISNEY ADVENTURES area is found in the Entertainment Department (or enter the keyword: Disney). All materials become the property of DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgement and cannot be returned.



Look, Ma. No hands! (And no feet either!) Janelle Hernandez, 12, of Redwood City, California, defies gravity on her trampoline.

Kristen Collins, 12, and Laura Gisonda, 11, of Bethpage, New York, spell—the **D.A.** way!



Monster 'Do Wins the Prize!

I really loved your November 1994

issue. I especially liked the monster makeup

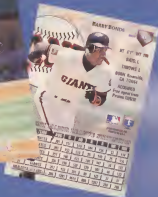


article, because after I read it, I won a prize for the most creative mask! It was Frankenstein, on a bad-hair day! Sam Schneider, 11
Madison, Wisconsin

At the crack of the bat, you're
flying up to reach for the ball,
only to realize that either
you're dreaming or you've
been staring way too hard at
your new Donruss baseball
cards, wondering,

"How come I don't
do this
for a living?"

Look for randomly inserted **SUPER PACKS**
containing complete insert card sets.



DONRUSS
TRADING CARDS INC.

Where Your Dreams Are In The Cards.



info to go and things to know



SLAMMIN' SPORTS SLAG

D.A.'s senior editor, Sean, is a big-time sports freak. He even uses sports slang in everyday life! Sean took a break to share some of his slammin' slang:

Time out! Stop all action! Something strange is happening!

"Time out! I won the raffle!"

I'm calling foul! To expose someone's actions. "He cheated on that math test! I'm calling foul!"

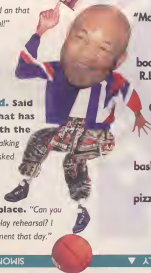
Heavyweight.

A powerful or popular person.

"Ryan is so cool. He's a major heavyweight."

Out of left field. Said of a statement that has nothing to do with the subject. "We were talking about football, and he asked when my birthday was. Totally out of left field!"

Pinch-hit. To take someone's place. "Can you pinch-hit for me at the play rehearsal? I have a doctor's appointment that day."



Delomer Gosleco said his class would be perfect for Ins & Outs—but when we crashed his school, he'd totally forgotten he'd written to us! Duhl Boy, was he surprised! His eighth-grade class at St. Jude School in Detroit, Michigan, told us whaazup.

Clothes

Nautica and Starter jackets

vintage clothes

Slang

whaazup?

dude

Music

rap music

rock 'n' roll

TV

"Martin"

"In Living Color"

Books

books by R.L. Stine

The Secret Garden

Celebs

Grant Hill, George Foreman

Michael Jackson

Sports

basketball

baseball

Food

pizza

chicken (with anything)

out

Party On at... WAYNE'S WORLD

So you've watched *Wayne's World* a kajillion times, you've memorized the words to "Bohemian Rhapsody," you're saving up to buy your own turquoise Pacer—but check out the greatest Wayne and Garth experience of all time: Wayne's World, the amusement park. It's a most excellent park, located within Paramount's Kings Dominion in Doswell, Virginia. Ride the Hurler, a roller coaster that travels as fast as 50 miles per hour and has emergency hurler cups on hand. Visit Wayne's basement and have your picture taken on Wayne's couch. Or hang with the Wayne and Garth look-alikes who stroll the park. Another Wayne's World will open in June at Paramount's Carowinds in Charlotte, North Carolina. No way? Way!





CREATE AN **ALIEN**

AND **WIN** A PART
ON **"STAR TREK:
DEEP SPACE NINE"**!

Think the aliens on "Star Trek: Deep Space Nine" could use a little competition? Try creating your own out-of-this-world alien for the "Design An Alien Contest." The winner will appear on "DS9" in full makeup and costume—as his or her self-designed alien! You can buy a Star Trek action figure to get the official entry form. Armin Shimerman, who plays Quark, is one of the judges. Just think—next Halloween, everyone could be walking around as the alien you created. Deadline: March 31, 1995.

winner of the D.A. Mascot Contest

Christie R. Majors, 15, of San Diego, California, created this cool mascot, Pockets, a kangaroo who loves D.A. No matter where he is, Pockets always has at least one issue tucked away somewhere. He's got pockets in his jeans, pockets galore on his D.A. letter jacket, and, of course, the big pocket that makes him a marsupial. (OK, so it's female marsupials that have front pockets, but with a mascot this cool, why get picky?)





Yeeeeiiiiioooooow!

Fweet-Fblonk!
Boin-ee-ong!
Kablam!

Sounds like a foreign language, doesn't it?

Well, it is. It's cartoon language! You've heard those sounds plenty of times on your favorite cartoon shows, and now you can hear them in your own home any time you want.

Almost 100 sound effects spring to life on a CD called **Hanna Barbera Cartoon Sound FX.**



Included are

birthday, congratulations and get-well greetings from Fred Flintstone, Snagglepuss and Quick Draw McGraw. Put them on your answering machine or your computer, or use them to liven up a boring party. D.A.'s picks: "Jetson's Space Capsule," "Muttley Bites Dastardly on the Butt" and "Yogi's Boink Walk."



BOiNK **BOiNK**



Disney's

The Computer Wore Tennis Shoes

Dexter Riley just became
the smartest kid in school...

...with a little help from his computer!

abc
Family Movie

STARRING KIRK CAMERON
Saturday, February 18 8pm/7c

Ticket



**Your
Guide
to TV,
Movies,
Music
and
More**



Dinosaurs return in *Primortals*!

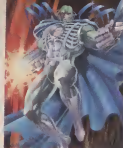


Leonard Nimoy—that's Mr. Spock to you—is back in space!

This time, he's created his own series of comic books, *Leonard Nimoy's Primortals*, published by Tekno•Comix. The first

issue, "Earth to Earth," is now available. "In *Primortals*, aliens visited Earth millions of years ago and decided to take back those species that they thought had the best potential," says Leonard. "The animals the aliens took were dinosaurs. While they became extinct on Earth, the dinosaurs who went with the aliens evolved into very intelligent creatures, and now they're returning home...to Earth."

He continues, "I have always been interested in exploring what would happen if scientists on Earth discovered alien



Whoa! Alien-notion.

transmissions coming from space. If our scientists discovered that aliens do exist, and they are coming to Earth, how would people react? That's what *Primortals* is all about."

Here's a cool sign that the future is now: Tekno•Comix Forum is currently on-line with Prodigy, spilling information about upcoming story lines and character backgrounds. Tekno•Comix is also developing on-line characters who appear at random to interact with users or maybe even "eat the screen!"

—Jason Rich



You've seen talking cats and dogs (in *Homeward Bound*), a talking horse (in *Black*

Beauty), and now...a talking pig! The piglet's name is Gordy, and that's the name of the movie, too. It's got major pig power, piggy talk and even a pignapping!

Kristy

Young Jinnie Sue MacAllister, the "First Little Lady of Country Music," and boy, can she belt out a song. Kristy says, "I love animals, all kinds, snakes...anything,



Some pig.

so I was really excited to work with a pig. He's so cute! My parents are even going to let me take one home as a pet!" This movie looks good enough to earn three oinks!...Here's a story, of a lovely movie. Yup, those Bradys are about to hit the big screen in

their first-ever movie, ***The Brady Bunch***. Our favorite Brady is Alice, the housekeeper, 'cause she bakes yummy



For out. The Brodys ore back.

desserts and lets the kids get away with stuff. Who's your fave? Maybe it's Peter because you look like him. Or perhaps you like Marcia because she wears those way-groovy bell-bottoms. Send us your vote for the best Brady: DISNEY ADVENTURES, Ticket/Brady Bunch Poll 114 Fifth Avenue New York, NY 10011.

Just Can't Wait For "The Lion King" On Video?



Walt Disney Home Video distributed by Buena Vista Home Video, Burbank, CA 91521. © The Walt Disney Company.

Hangin' with NATHAN



had to see him perform, so we caught his act at TJ Martell Foundation's Rock 'n' the Puck party.

We have just two words, music fans: He shreds.

D.A.: We hear you've been performing all over the United States. Have you met any cool people?

N.C.: I met B.B. King. He's huge! His guitar strings are as big as piano

strings, and he's got no calluses on his hands, which is really unusual.

D.A.: Tell us about filming *Camp Nowhere*.

N.C.: Oh, that was excellent! There were 23 kids, so we played a lot. We got into trouble for playing gridiron [football]—the wardrobe people got mad because we got dirty. We filmed

for three months, and then it took another two months to record the soundtrack.

D.A.: What do you do when you aren't playing guitar?

N.C.: I play video games. I'm a *Mortal Kombat* freak! But the games are so expensive in Australia—it costs two dollars per game at the arcade!

D.A.: Are you into sports?

N.C.: I like watching rugby. I don't play baseball anymore because a kid told me that he had his fingers around the bat, and the ball hit his fingers. It was a hard ball, and it smashed his fingers into the wood.

D.A.: When we talked to you last time, you had a girlfriend...

N.C.: Oh! We've broken up. I haven't found another one yet.

D.A.: You've got plenty of time.

N.C.: Yeah! At least five or six years.

—H. Brooke Primo

D.A. was lucky enough to spy 12-year-old guitar ace **Nathan Cavaleri** three times in one week! First, we saw him at the premiere of *Camp Nowhere*. We were so impressed with his acting (he plays Steve in the movie), we tracked him down for an interview. After that, we decided we

Hakuna Matata!



OWN THE
VIDEO MARCH 3!

JUST 26.99!

SUGGESTED RETAIL PRICE

Secondarily Available On Cassette
And Compact Disc From



Walt Disney Records
A Division of Disney/MGM Home Entertainment, Inc.



Walt Disney Home Video distributed by Buena Vista Home Video, Burbank, CA 91521. © The Walt Disney Company.

Walt Disney
HOME VIDEO

\$500,000 Dinner

If you think **Janet Jackson** is *all that*, how much would you spend to have dinner with her? The Sultan of Brunei spent \$500,000 for a two-hour dinner with Janet! Wow. Wonder if that included dessert?!

D.A. Gets Down With Brandy



MUSIC

Next time you get the urge to sing into your

hairbrush in front of a mirror, go for it! Those in-the-mirror rehearsals paid off for **Brandy Norwood**. Her first single, **"I Wanna Be Down,"** knocked Boyz II Men out of the number one spot on the music charts!

Brandy, 16, called D.A. to give us the lowdown on her rise to the top.

D.A.: Where were you the first time you heard your song on the radio?

B.N.: In the car with my dad. I was crying because they weren't playing my music, and then my song came on!

D.A.: What kind of music do you listen to?

B.N.: I like Harry Connick, Jr. and Whitney Houston, and I'm in love with Boyz II Men.

D.A.: On your album you say Whitney is your mentor [teacher]. Have you met her?

B.N.: Yes! It was great! She told me to keep working hard and striving to reach my goals.

D.A.: What's the meaning of "I Wanna Be Down"?

B.N.: The song is about hanging with different people. Like, I wanna be down with D.A. 'cause you're interviewing me, and I also wanna be down with all the kids who bought my record.

—Kim Lockhart



Purple Power!
With his head-to-

toe laser-deflecting purple phase suit, skull ring, and power cuffs, **The Phantom** is surely one of the best dressed cartoon heroes around. The Phantom (his human



Phantom on wheels.

identity is Kit Walker, Jr.) stars in **"Phantom 2040."** He rides a HyperCycle through the air and lives beneath Metropia, in the Ghost Jungle. D.A.'s gonna watch just to check out his scary-looking enemies: Dr. Jak has tape-recorder powers and can record everything he sees and hears; Graft can change into different shapes like Humanoid and CombatBattleform; and Rebecca Madison plans to use her loads of money to build greedy CyberVille.

Three Outta Five Isn't Bad!

We spied three of the five stars in "Party Of Five" at—where else?—a restaurant in Los Angeles! So we had to chat with **Scott Wolf**, 26, **Neve Campbell**, 21, and **Lacey Chabert**, 13, who said "I love that magazine!" when we told her we were from D.A.

Neve Campbell "Julia Salinger"

D.A.: Tell us about your character.

N.C.: She is sort of a brain. After her parents die, she realizes that she did well in school for them, not for herself. So she's trying to find out what she wants, too.

D.A.: How did you get started?

N.C.: I was dancing in the National Ballet of Canada, and I was picked by an agent in the audience.

D.A.: What are the biggest acting challenges for you?

N.C.: Relating to the character, and making it as natural as possible.

Scott Wolf "Bailey Salinger"

D.A.: Did you always want to be an actor?

S.W.: I wasn't sure what I wanted to do, but I knew I needed to do something. A friend of my dad's was in the [entertainment] business, and he was the spark that got me started, but growing up you don't think, "Hey, I'm going to Hollywood to be an actor!"

D.A.: Who's your favorite person on the set?

S.W.: Lacey. When she walks in, she's like a ray of light. I have a secret crush on her!

Lacey Chabert "Claudia Salinger"

D.A.: What do you like about Claudia?

L.C.: Her connection to her mom. She's also really smart. If everyone would just listen to her—she has the answers to everything!

D.A.: How did you get the part on "Party of Five"?

L.C.: I auditioned in New

York, on tape. Then I flew to L.A. for another audition. It was funny—they had auditions for the blonde family and the brunette family!



Fab Five (from left): Taylor Porter, Scott Wolf, Lacey Chabert, Matthew Fox and Neve Campbell

D.A.: Who's your favorite person on the set?

L.C.: Scott is so sweet. He's the best. He has the cutest dimples, too!

D.A.: We asked Scott the same thing, and he said he had a secret crush on you.

L.C.: Oh, he's bad—he makes me laugh when we're filming.

—H. Brooke Primero

Everywhere

WRITTEN BY
SEAN PLOTTNER



he goes, from the **basketball** court
to the dance floor,

Shaquille O'Neal

can't help but be the center of attention. Every little thing the **big** man does—from slam dunks to rap funks—seems like magic. D.A. spent a few whirlwind days lurking in Shaq's shadow to find out what it's like to be the most popular 22-year-old in the universe. Here's what happened:



Orlando Arena, Orlando, Florida

We first catch up with Shaq at home with his Orlando Magic for a sold-out game against the Philadelphia 76ers. He doesn't like to talk much while preparing for a game, so we back off as Shaq practices free throws (maybe we'll catch you after the game, big guy). Two kids cautiously approach for an autograph. "Not now, I'm practicing," he says. Still, the kids are thrilled when



Shaq responds to their question about his shoe size:

Shaq wears size

22. Yowza!

After a little

one-on-one with

teammate Nick

Anderson, Shaq heads

off to join his team for a

final pregame pep talk.

Twenty minutes later, it's game time. As usual, Shaq is the last player out of the locker room. The crowd erupts with excitement, of course, and he proceeds to give the home fans exactly what they came for: a slammin', jammin' good time—and an easy win.

When the buzzer sounds, D.A. is first into the locker room. Where's Shaq? Gone. His shoes loom large in front of his stall, but they're empty. Can't really blame the guy for wanting to avoid the crush of reporters seeking him out every night of the season, but we would have liked a few

words. Shaq could be fined by his team for blowing off the media. And we'll just have to keep trying.

We see Shaq's mom as we leave the stadium. Even she can't find Shaq! D.A. feels a *little* bit better.

MY 2

**Hard Rock Cafe,
Orlando, Florida**

Party time. When Shaq isn't holding court with a basketball, there's usually some other event swirling around him. Tonight it's a celebration of his *Shaq-Fu*:

Da Return album and *Shaq-Fu* video game. The red carpet has been rolled out—and look, way up there, it's Shaq! At last D.A. is able to land our coveted private Shaq-chat

(see page 26). Here's how the rest of the night progresses.

Clark Kent, eat your heart out. Shaq arrives wearing a black-leather tank top with a bright Superman logo emblazoned across the front. His name is on the back in red letters, with the A replaced by a star studded with diamonds. Are they real? Does it matter?

Shaq has all the right grooves. Even on a crowded dance floor, Shaq is a force to reckon with. Gyrating to a heavy rap beat, he's

smooth and even graceful. And he's easy to spot, because he's literally head and shoulders (and chest and waist) above the other dancers.

So that's where he gets those moves. Mom's here too, dancing and smiling with her son for much of the evening. Fun seems to run in the family.

Superman sings. Early on, Shaq says he won't sing. "Not tonight. I hurt my throat today in practice," he laughingly tells everyone. But later on, he raps away. And he's pretty good!

Where's the beef? Shaq doesn't seem too interested in the tiny sandwiches being served at the party. He

prefers cheeseburgers. *Lots* of 'em. When he appeared on a TV show recently, the producers said he could order anything. Shaq's request: 20 cheeseburgers, a turkey, a fruit platter and one tray of chocolate-chip cookies.

First the world, then a corner. The Hard Rock dedicates a special corner of the restaurant to Shaq. But isn't this tower of power worthy of more? After all, he's already wearing a hat that proclaims, "The World Is Mine."



Madison Square Garden,
New York City

Shaq dunks over a few heads and scores 41 points, but it's not enough—the Knicks defeat the Magic in a thriller.

After the game, a major mob of reporters surrounds Shaq in the locker room. Gone is that wide, ever-present smile, as Shaq slumps

over and removes those boat-sized shoes and socks, revealing red-painted toenails. With questions pouring over him, Shaq mumbles some answers that can barely be heard.

Sad Shaq!

At last he rises to head for the shower. The life of the world's most celebrated seven-footer can't be *all* fun—even your above-average superstar loses once in a while.

In Your Face

At the Orlando Hard Rock party held for Shaq, D.A. finally got what we were waiting for: a one-on-one matchup with the guest of honor. We slid into a booth next to the 303-pound giant, took a deep breath and tossed up a few lobs:

D.A.: Why did you decide to do a karate video game?

Shaq: First we came up with the idea of doing a basketball game. But then I said to myself, everyone knows I love basketball, so let's try something different. How about a karate game? I was only playing at first, but

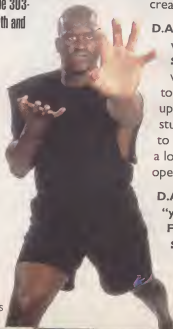
they [Electronic Arts] said yeah. So we just followed through with it, and I got pretty much involved in creating the Shaq-Fu game.

D.A.: Do you play a lot of video games?

Shaq: When I was in college, I used to play so much I ended up nearly failing some stuff one year, so I had to back off a bit. I'd play a lot of Sega and coin-operated games.

D.A.: Can you beat "yourself" in the Shaq-Fu game?

Shaq: I know all the moves. I'm not worried about losing.





D.A.: What sort of real martial arts have you studied?

Shaq: I studied Moo Duk Kwan, Tang Soo Do. Korean style.

D.A.: We hear you and your Magic teammates get together and write rap songs.

Shaq: It's just a mutual interest the team has. It keeps us close, and we're just having a good time. It's all about staying loose, because there are a lot of expectations for the Magic now.

D.A.: What motivates you to do all these other things instead of just playing basketball?

Shaq: I have a love for rap music. When I feel myself getting stressful, I just get in something

that's known as the Van of DEF—that's my new van, which has something like 27 speakers in it. Once I get the beat in me and start smiling, my stress is relieved.

D.A.: What's the most difficult thing about playing basketball?

Shaq: Everyone's always hanging on my arms and pushing. My arms are all scratched up. Look, my tattoo is getting messed up. But it's all just part of the game.

D.A.: What goes through your mind when you dunk over somebody's head?

Shaq: KABOOYAH! [Yelling.] When I dunk, it's *Kabooyah!* Something to yell, you know.

D.A.: What's your pregame ritual?

Shaq: I usually just chill and say to myself, "I hope I have a good game." You've got to be realistic—you can't always play great. But I usually do OK.

D.A.: Your hat says "T.W. Is M." What does that mean?

Shaq: It stands for "The World Is Mine." That's the name of my new rap group, which I'll be forming soon.

D.A.: What's your favorite toy?

Shaq: I have a lot of toys: water guns, video games. I like remote-controlled cars. I collect them.

D.A.: If you could be any cartoon character, who would you be?

Shaq: Goofy. Because he's tall, long-eared and just silly!

D.A.: Do you shave your



own head?

Shaq:

No. I go to a place where they take care of it. I go there once or twice a week.

D.A.: Think you'll ever grow your hair out?

Shaq: No! It's easier this way.

D.A.: We've heard that once in a while you put on a long wig with dreadlocks. Why?

Shaq: I'm just being silly when I do that. It's not a disguise or anything, just me and my guys having a good time. It's pretty funny.

D.A.: What do you say to kids who want to grow up and be like you?

Shaq: I say just follow your dreams. Don't try to be like me, but better than me. We don't need another



Shaq!

All right, the **time** has come to turn
the tables on **Mr.**
O'Neal,
as D.A. unleashes its own
Attack

**Anti-Shaq
Strategies**

Here's what some NBA
big men told us when
we asked, "How do
you attack Shaq?"

▶ **Alonzo Mourning,
Charlotte Hornets:**

"I try to play my game
against Shaq just like I
go out and play every

game. You're not going to shut Shaq
down, but you just do your best to try
to contain him."

**Shawn Kemp,
Seattle SuperSonics:**

"The best thing to do is to try to
trick him somehow. You could
try to draw a foul by getting
him off his feet with a pump
fake. That's your only chance
against him. But more than
likely, it won't work!"

**Shawn Bradley,
Philadelphia 76ers:** ▶

"You could find some
way to pay off the pilot,
so that Shaq misses his
flight and doesn't make it to
the game."

on
Shaq

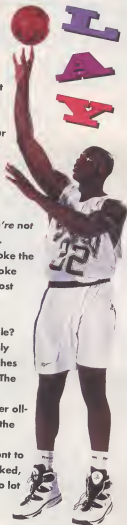


Paddle

How would you defend Shaq on a basketball court? Well, first you could get o big poddle, raise it over your head, and use it to block his shots. Then you'd outflow dunking. That's right—Shaq, you're not allowed to dunk. Finally, you'd moke the wonder-'footer toke all his shots or leost five feet from the hoop.

Sound impossible? Well, that's exactly whot Shaq's coaches did lost summer. The result? Lots of work—and o better oll-round game for the big mon.

"If you don't want to get your shot blocked, you've got to put o lot of orch on it," Shaq tells D.A. "Going up ogoinst the poddle was kindo hord. But it helped develop orch in my shot."



You may not fill Shaq's shoes, but you can still talk his talk. Here are some selections from Shaq's own personal dictionary:

Shaq speak

Flopper: A basketball opponent who fakes falling to the floor to draw a foul. Shaq never flops, and he doesn't care much for floppers.

'Footer: A basketball player who stands seven feet or more is a 'footer. It takes one to know one, and Shaq knows a few.

Phat: Cool. Obviously, this is Shaq the phat rapper speaking.

Wack: Corny, uncool, silly. If Shaq thinks a script for a TV commercial is wack, he won't do it.

"A
'footer
like me
is phat, but a
flopper
wack is about as
wack as you can be."



SECRETS of

Shaq-fu



How's this for some top-secret info—special fighting tips from a few of the crafty characters who battle Shaq in his video game, *Shaq-Fu*. Each is capable of moves you may not know about, which are activated by entering codes from the option screen with controller #1.

BEAST: "My magic lies more in my nature than in my talents. My fire can inflict heavy damage. Try these moves against Shaq."

Spitfire:	SEGA	down, forward, B
	SNES	down, forward, X or Y
Thermal Blast:	SEGA	down, back, B
	SNES	down, back, X or Y

MEPHIS: "My powers come from my mighty lightning energy. I am, after all, a sorcerer's apprentice! These are my best secret moves."

Lightning Jaws:	SEGA	down, forward, B
	SNES	down, back, Y
Burning Touch:	SEGA	down, back, B
	SNES	down, forward, X or Y

RAJAH: "I shall slice and dice you and all that I face. Sure, I'm a master of the blade, but I also possess a deadly combo of speed and power. Shaq doesn't stand a chance against these weapons."

Thunder Clap:	SEGA	forward, down, forward, B
	SNES	forward, down, back, X or Y
Sword Shockwave:	SEGA	back, down, back, B
	SNES	back, down, back, X or Y

Full name: Shoquille Roshoun O'Neal. (His first and middle names mean "Little Warrior" in Islam.)
Height: 7 feet 1 inch **Weight:** 303 pounds **Birthday:** March 6, 1972 **When He Was Just a Kid:** Shaq made his first dunk at age 14, when he was 6 feet 8 inches tall! **Smashing Success:** Shaq has shattered NBA backboards in New Jersey and Phoenix with monster slam dunks (Kobooyoh!). **Tattoos:** Shaq has a Superman logo on his left arm. On the right, there's a huge hand palming a globe that says "The World Is Mine." **Allowance:** Shaq will earn \$4.8 million this season, the third year of a six-year contract with Orlando worth \$39.9 million.

Shaq Facts



Shaq's Shoes Sweepstakes!

Kabooyah! Enter for the chance to win some slom-dunkin' great prizes! The Grand Prize winner will receive an autographed pair of



Shoquille O'Neal's shoes! That's right—Shaq himself will sign one of the shoes made especially for him. In addition to this supercool collectible, the Grand Prize winner will receive a Shaq-Fu video game and a hardcover copy of Shaq's new book, *Shaq Attack!* Ten First Prize winners will each receive a Shaq-Fu video game. Twenty-five Second Prize winners will each receive a hardcover copy of *Shaq Attack!* written by Shaquille O'Neal with Jack McCollum. Fill in the entry blank below and put it in the mail by March 17, 1995. Promotion runs from February 7, 1995 to March 17, 1995.

Name _____

Address _____

City _____

State _____

Zip code _____

Birth date _____

Phone number _____

Preferred Game System (check one): ☐ Sega ☐ Super Nintendo ☐ Game Gear

Mail to: Shaq's Shoes/DISNEY ADVENTURES Sweepstakes
P.O. Box 863, New York, NY 10011

Official Rules

No Purchase Necessary. Must be ages 6-15 to enter.

1. On an official entry form or on a plain piece of 3" x 5" paper, hand print your complete name, address (including zip code), birth date, daytime telephone number (including area code), and choice of one of the three following game systems: Sega, Super Nintendo, or Game Gear. 2. Mail your completed entry to Shaq's Shoes/DISNEY ADVENTURES Sweepstakes, P.O. Box 863, New York, NY 10011. Entries must be postmarked by March 17, 1995. Not responsible for lost, late or misdirected mail. Enter as often as you wish; limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc. and will not be returned. 3. Winners will be selected in a random drawing on or about March 24, 1995, from all eligible entries received. 4. Sweepstakes open to residents of the U.S. who, as of March 17, 1995, are ages 6-15. Employees of Disney Magazine Publishing, Inc., Electronic Arts, Reebok, their parent and affiliated companies, their advertising and promotion agencies, and the families of each, are not eligible. Void in Puerto Rico and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. 5. Prize winners will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prize permitted. All federal, state and local taxes on prizes are the sole responsibility of winner's parent/legal guardian. Tennessee residents excepted. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. 6. GRAND PRIZE: (1) A pair of Reebok shoes, signed by Shaquille O'Neal; one Shaq-Fu video game; and one hardcover copy of *Shaq Attack!* (approx. retail value: \$5,088). FIRST PRIZES: (10) One Shaq-Fu video game (approx. retail value: \$69.95). SECOND PRIZES: (25) One hardcover copy of *Shaq Attack!* (approx. retail value: \$22.95). 7. For the name of winner, available after March 24, 1995, send a self-addressed, stamped envelope to Shaq's Shoes/DISNEY ADVENTURES Sweepstakes Winner, P.O. Box 863, New York, NY 10011. Promotion runs from February 7, 1995 to March 17, 1995.



**MORE THAN
\$10.00
OFF THE NEWSSTAND PRICE!**

YES! Please send me 12 issues of
DISNEY ADVENTURES for \$19.95!

NAME (PLEASE PRINT)

BIRTHDAY

ADDRESS

CITY

STATE

ZIP

☐ PAYMENT ENCLOSED (Check or money order payable to DISNEY ADVENTURES)

☐ BILL ME LATER

PARENT'S SIGNATURE

6503BA

Canadian orders: 12 issues for \$27.75 (please add 7% GST).

Foreign orders: 12 issues for \$34.95, U.S. funds only. Please allow 6 to 8 weeks for delivery.





NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 48 FLAGLER BEACH, FL

POSTAGE WILL BE PAID BY ADDRESSEE



P.O. Box 420202
Palm Coast, FL 32142-9536



Hoops-O-Rama



With the NBA All-Star game upon us and March Madness right around the corner, **D.A.** can't get enough of basketball. Here's the hot hoop scoop—enough roundball info to keep you going until that final buzzer sounds.

Hoops History 101

5 Funny Facts About the Birth of Basketball



- 1.** Basketball was invented in 1891 by James Naismith (left). He started the game at his YMCA because there was nothing for athletes to do between football and baseball season.
- 2.** Although he invented the game, Naismith played it only twice in his life.
- 3.** As Naismith first pictured the game, players would shoot the ball into a square wooden box. But the YMCA's janitor couldn't find any boxes, so players used peach baskets. Imagine if they'd found the wooden boxes—today you might be shooting on a square rim in a game called boxball!
- 4.** In early basketball games, when players made a shot, the ball just stayed in the peach basket. A guy had to climb up on a ladder and get the ball out.
- 5.** When Naismith tried to decide what kind of ball to use for his first game, he considered a football and a soccer ball. He chose the soccer ball.

The Long and the Short of It

Life in the NBA isn't always easy to figure out. After all, there's more than a two-foot difference in height between the shortest and tallest player in the league!

SMALLEST Tyrone "Muggsy" Bogues: At 5 feet 3 inches, Muggsy is the smallest guy ever to play in the NBA. **BIGGER** Gheorghe Muresan: Born in Romania, he's 7 feet 7 inches tall and plays for the Washington Bullets. **Manute Bol**: Also 7 feet 7 inches tall, this center for the Golden State Warriors is from Sudan, a country in Africa. He and Muggsy Bogues (right) were once teammates on the Washington Bullets.

BIGGEST The tallest basketball player of all time is reputed to be Suleiman Ali Nashnush, who played for the Libyan team in 1962. At 8 feet tall, he always played above the rim.



Stars of Hoop and Screen

It's kind of surprising how many NBA stars have seen playing time in movies. Then again, it makes sense—basketball is pretty popular these days. And some players can act!



Player: Shaquille O'Neal **Films:** CB4 and Blue Chips **Scouting Report:** Any time you need a huge scary guy with a sweet smile, Shaq fits the part perfectly. **Player:** Anfernee

"Penny" Hardaway **Film:** Blue Chips **Scouting Report:**

Lots of people who saw this movie were amazed that Hardaway is an athlete and not an actor. An all-star performance. **Player:** Kareem Abdul-Jabbar **Films:** The Fish that Saved Pittsburgh and Airplane (left)

Scouting Report: It doesn't matter if he chokes or he knocks 'em dead with his acting, people love Kareem so much that all he has to do is show up on the screen and everyone says, "Ahhh." He can be

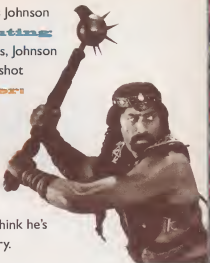
really funny, too. **Player:** Marques Johnson

Film: *White Men Can't Jump* **Scouting**

Report: Like Hardaway in *Blue Chips*, Johnson did a great job as an actor. Only his jump shot gave away his NBA experience. **Player:**

Wilt Chamberlain **Film:** *Conan the Destroyer* (right) **Scouting**

Report: If you need a guy who can make even Arnold Schwarzenegger look small, call an NBA giant. It's hard to judge Chamberlain's acting in this movie—he doesn't talk much, and you'd think he's just supposed to walk around looking scary.



Hoops

Nicknames

Basketball has more cool nicknames than any other sport. Here are a few:

Earl "The Pearl" Monroe
Wilt "The Stilt" Chamberlain
Tyrone "Muggsy" Bogues
Karl "The Mailman" Malone
George "Iceman" Gervin
Anthony "Spud" Webb

Julius "Dr. J" Erving
John "Hot Rod" Williams
Eric "Sleepy" Floyd
Wayne "Tree" Rollins
Jerome "Pooh" Richardson
Nate "Tiny" Archibald
Michael "Air" Jordan
Earvin "Magic" Johnson





*** welcome * to DISNEY ADVENTURES on**

America Online!

If you think the D.A. magazine you're reading is mad-cool, you should check out our *electronic* version! *America Online* subscribers can:

*** Sneak a peek at the upcoming issue of DISNEY ADVENTURES a week before it goes on sale!**

*** Talk to staff members in the "D.A. Live" chat room every Monday, Wednesday and Friday from 5 to 6 p.m., EST.**

*** Enter DISNEY ADVENTURES' editorial contests just by clicking on an icon. (Imagine the money you'll save on stamps!)**

*** Post a message for the editors, try to stump Joe Rocket or beg for more of your favorite characters in the Comic Zone.**

*** Create your own folder and watch it fill up with messages from other D.A. readers!**

*** Bonus! You can read past issues of DISNEY ADVENTURES, subscribe to D.A. and more.**

HOW TO FIND US:

- 1** SIGN ON TO AMERICA ONLINE.
- 2** CLICK "GO TO" ON THE MENU AND CHOOSE "KEYWORD."
- 3** TYPE IN "DISNEY" AND CLICK ON "ENTER."
- 4** CLICK ON "DISNEY ADVENTURES MAGAZINE" AND CLICK ON "ENTER."

Believe it or not, man has spent more time exploring the surface of the moon than the ocean floors. But thanks to super oceanographer Dr. Robert Ballard, we're beginning to discover a fascinating world in the dark and eerie depths. Dive into this wet and wild frontier as we uncover the...

Secrets of the deep

Written by Cherie Spino



Imagine you're 1,200 feet below the ocean surface, tucked inside a cramped, cold mini-submarine. You're minding your own business, looking out your window to see if you can get a glimpse of anything. All of a sudden, out of the darkness, you see a swordfish rushing straight toward you. This rhina of the deep has a sharp, nasty "sword" extending a foot or more from its face, and it will use this weapon to attack very large

animals. If it cracks your window, you're a goner.

Going eyeball to eyeball with a swordfish is just one of the dangers that world-famous undersea explorer Dr. Robert Ballard has faced in the past 30 years. This detective of the deep has plunged into the murky depths more than 100 times, and each time he comes up with another amazing discovery. Turn the page to read about some of Dr. Ballard's most death-defying encounters.

Here, in his own words, are some of Dr. Ballard's most dangerous encounters:

duel with a swordfish

"Swordfish are very feisty, and they've been known to attack large animals. We've even found swordfish swords stuck in whales. In our subs we've been attacked several times, at about 1,200 feet. They mistake our windows for our eyes, and they like to attack our eyes. So we've learned to turn off our inside lights and turn on a sacrificial decoy light outside the sub, on top.

The swordfish will attack that and not hurt us. It works well."

A diver inspects the submersible *Alvin*.

Fluid in this hydrothermal vent is hot enough to melt lead.

cliff-hanger

"In the deep sea you find extremely steep-sided volcanoes and dangerous cliffs of lava. One time we were diving in a bathyscaphe, which is an old diving machine. It's very long—about eight feet—because it holds a lot of gasoline. We were descending to about 20,000 feet. The pilot felt there was plenty of room to continue descending, because he was at one end, where our depth detector was indicating everything was OK. But I was on the other end, looking out the window at this huge cliff we were about to hit. And I said, 'Not a chance!' We couldn't slow down, and we just crashed into the cliff, rupturing the flotation tank and starting a gasoline leak.



Could we get out before we lost too much? We almost didn't. It took us six hours to get up to the surface. Normally, it takes about four."

cracking up

"There are lots of places on the ocean floor where the earth has opened up, and you have deep cracks in the ground. We went into one of these cracks—in our sub—to see if hot water was coming out. While we were inside, it closed above us. So when we went up, we got jammed, and we were stuck there for four or five hours.

"In these situations you can't be rescued. Either you get out or you're a goner. Because the lava was very fresh, we were able to smash it like glass and break it down with the sub."



This slimy octopus lives in a hydrothermal vent.

fire on board!

"Once we had an electrical fire inside the sub, down at about 9,000 feet. To kill a fire

you just turn off your

Dr.
Ballard climbs
aboard the
submersible
Alvin.

interior oxygen and switch on emergency breathing systems. My crew forgot to turn

mine on. So I put on my

breathing apparatus and there was nothing there—it was like breathing in a bag! It was smoky and they couldn't see me. I was going bananas.

Finally the pilot realized what was going on and turned my oxygen on. It still took hours to get back to the surface, but at least I knew I was going to make it."



graveyard of the titanic

How Dr. Ballard found the world's most famous sunken ship.

When the *Titanic* left Southampton, England, on April 10, 1912, bound for New York City, passengers believed it was unsinkable.

It was as high as an 11-story building and four blocks long—the biggest ship of its time.

But its first voyage was its last.

On the night of April 14, the massive ocean-liner hit

an iceberg that ripped the ship apart. Seven hundred and five passengers managed to escape in lifeboats, but more than 1,500 people perished as the *Titanic* sank 12,500 feet to the bottom of the icy Atlantic Ocean.

This tragic story captivated Dr. Ballard. It became his dream to find the ship. He raised money and did loads of research about where the *Titanic* might have sunk. He narrowed down his search to a 150-square-mile area about 400 miles off the

Newfoundland coast. In

A
grungy
porthole on the
side of the
Titanic.

June 1985, Dr. Ballard set out on an expedition to see what he could find.

Dr. Ballard used sonar and his remote-controlled camera vehicle, *Argo*, which transmitted pictures back to him on the surface ship. Day after day, *Argo* cruised back and forth, scanning the ocean floor as Dr. Ballard and his crew watched the video screens for a sign of the *Titanic*. Day after day, all they saw was the muddy ocean floor.

Jason
Jr. peers
inside the
Titanic.



By September 1, everyone felt exhausted and frustrated. Hopes were fading. At 1 a.m., Dr. Ballard was trying to read while his crew manned the screens. Suddenly, someone saw some wreckage—the *Titanic's* boiler was right there on the screen.

Everyone in the control room erupted in celebration.

It took two more days to find the ship itself. When the *Titanic* hit the iceberg that tragic night long ago, it broke in two. The two pieces sank almost 2,000 feet apart.

Between them was a field of debris, filled with thousands of objects that fell out of the ship as it sank.

In July 1986, Dr. Ballard and two of his

crew members went 2 1/2 miles down in the submersible *Alvin* for a closer look. They became the first people to land on the *Titanic's* deck in 74 years.

What they saw astounded them: Most of the wooden deck had been eaten away, but other parts of the ship were in great condition.

A lonely pair of shoes resting on the ocean floor.

The scientists released Jason Jr., or J.J., a remote-controlled robot/

camera. It traveled the grand staircase, peeked into the gymnasium and even found a chandelier that had survived the deep plunge intact—it was still hanging from the ceiling! Perhaps the most disturbing finds, though, were the two matching shoes lying side by side—eerie reminders of the tragedy that befell the many passengers who died when the *Titanic* went down.

An intact portion of a bench from the ship's deck.



World

without sun

The deeper into the ocean you go, the less life you find. At least that's what scientists thought until Dr. Ballard and his crew traveled to the Galápagos Rift in the Pacific Ocean in 1977. There, a mile and a half underwater, they discovered for the first time a life system that lives without sun. Dr. Ballard spotted amazing

creatures like foot-long clams and gigantic red worms.

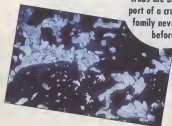
How do they survive? Instead of using the sun as their source of energy, they rely on a food chain that starts with the chemicals spewed up from hot springs, or hydrothermal vents, in the ocean floor. Thanks to the chemicals and warm water, more than 200 tiny organisms thrive. These serve as a food supply for the larger animals.

Some of the unusual creatures in this world without sun:

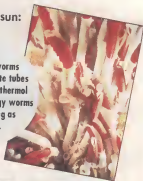


These foot-long clams, which cluster by the hundreds in the crevices of pillow lava, are far larger than most found in shallow waters. They grow four centimeters a year.

White brachyuran crabs are blind and part of a crustacean family never seen before.



Huge, bright-red worms pop out of white tubes near the hydrothermal vents. The spongy worms grow as long as 12 feet.



Tagging Along With Dr. Ballard

If you'd like to be part of Dr. Ballard's adventures, check out the Jason

Project, which he founded in 1989.

The next Jason expedition, called Island Earth, takes place February 27-March 11, 1995. It will take students to Hawaii to explore a volcano.

For information, contact the Jason Project, 395 Tatten Pond Road, Waltham, MA 02154, or call 617-487-9995.

how deep can we go?

1 351 feet

The deepest dive without equipment was made at this level in 1989 by Angela Bandini. She was underwater for two minutes and 46 seconds.

2 437 feet

This is the deepest a scuba diver has gone.

3 650 to 2,600 feet

Small exotic fish—such as hatchetfish, lantern fish and bristlemouths—live at these depths.

4 1,200 feet

You can't see a thing at this depth—there's no light.

5 1,300 feet

This is the deepest a naval submarine can dive.

6 3,028 feet

In 1930, two explorers traveled this deep in a balloon-shaped bathysphere.

7 5,280 feet (1 mile)

Many sea creatures at this level can glow in the dark.

8 8,000 feet

This is the depth at which Dr. Ballard discovered the hydrathermal vents at the Galápagos Rift.

9 12,460 feet

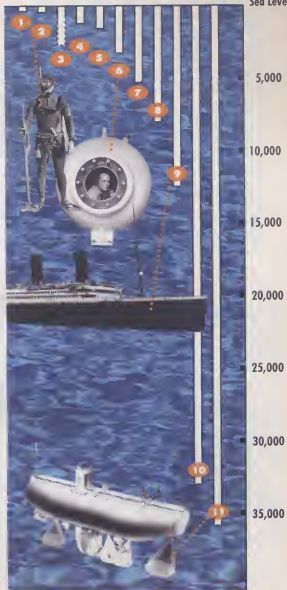
The *Titanic* lies at this depth, which is the average depth of the ocean.

10 33,000 feet

Creatures here endure 7.5 tons of pressure on every part of them. Without protection, humans would be crushed to death.

11 35,840 feet (6.8 miles)

In 1960, Jacques Piccard and Donald Walsh boarded the bathyscaphe *Trieste*. They dived into the world's deepest known point—Challenger Deep at the Mariana Trench in the Pacific.



SPEED RACERS

By David Seidman



Start your engines!

An official whips a green flag through the air. With a thunderous roar, more than a dozen superpowered speed

Stock car drivers spend their days going around in circles—as fast as they can.

machines scream around the track at breakneck speeds. Did someone say fast? You bet—these cars hit 200 miles per hour, covering as

much as the length of a football field every second.

It's a stock car race, the world's most popular form of auto racing. You've



probably heard the term NASCAR, which stands for the National Association for Stock Car Auto Racing. This group sets all the rules for the sport. And these rules are *tough*, except for one: There is no speed limit.

Since speed is so crucial, you've got to have the right wheels. Some stock cars start out with the bodies of regular Fords, Chevys and other models



▲ While the starting line of a NASCAR race looks neat and orderly...

built on the assembly line. In fact, that's where the name "stock" comes from, the idea that these hot cars are "in stock" at your local car dealer. But that's where the resemblance to your family car ends, because these cars are *totally* souped up for racing.

Imagine a car with no passenger seats, glass windows or doors—you climb in through the driver's side and sit in a roll cage made of metal tubes. There's no key

because there's no ignition, just switches. You won't even find a floor under the motor. That's to keep weight down—a light car is a *fast* car. Forget about air conditioning, too—drivers must sweat through temperatures as high as 150 degrees during a race.

But even with all those hot engines zooming around the track, a driver still has to keep his cool to avoid danger. He acts as captain of the team that maintains



Sure, the cars are fast—but so is the pit crew. They have only seconds to overhaul a souped-up stock car.

Motor Mouth

If you want to live life in the fast lane, you've gotta do some speed reading and catch up on the latest track-talk:

Bite: The grip of tires on the track. After a turn or slide, tires can lose their hold on the track; when they recover, they "bite" the track.

Groove: The fastest part of a race track, where the pavement and car's tires work together best.

Heat: A race that's held before the main event, sometimes to determine each driver's starting position.

Hot-lapping: Driving warm-up laps before the race begins.

Marbles: Auto debris, such as pieces of tire rubber or dried-up oil, scattered on the track.

Pole: The best position to be in for the start of a race. The pole is on the inside of the track at the start line.

Shoe: The driver. He presses his shoe to the gas pedal.

Wrench:
Mechanic.



the car. His second-in-command, the crew chief, advises the driver by radio during the race and leads the mechanics. The pit crew regularly checks the car during a race. They're the fastest wrenches in the business—they change tires, fill the tank and fix engine problems in seconds.

Making their cars perform better and faster takes loads of money and lots of hard work, but racing teams love the competition—not to mention the cheering crowds and the chance to make millions of dollars.

Driver Mark Martin says he likes stock car racing for

the competition. "You can race close together, and you can rub and smoke the tires and beat the fenders off a little bit," he says.

Translation: To "rub and smoke the tires" means to make the driver in front of you drive so fast his tires smoke. That never *really* happens, but it shows you how competitive these racers are.

Driver Dale Earnhardt, seven-time NASCAR champion, says nothing feels quite like hitting the finish line first: "When you win, you and your team have beaten the best in racing. That satisfaction makes all the hard work pay off."

NASCAR's Super Races

Want to be a stock car star? Then you'll have to take a spin around these tracks. They're the crown jewels of the NASCAR circuit.



Race: Coca-Cola 600

When: Late May

Where: Charlotte Motor Speedway in Charlotte, North Carolina

aka: The loooongest race that NASCAR holds—600 miles, or 400 laps around the 1.5-mile track.



Race: Daytona 500

When: Mid-February

Where: Daytona International Speedway in Daytona Beach, Florida

aka: The most prestigious race on the NASCAR circuit—Sterling Marlin won this event last year



Race: Mountain Dew Southern 500

When: Labor Day Weekend

Where: Darlington International Raceway in Darlington, South Carolina

aka: The granddaddy of them all—this race has been run every year since 1950.



Race: Winston 500

When: Early May

Where: Talladega Superspeedway in Talladega, Alabama

aka: The fastest race on the circuit—Dale Earnhardt cruised to his 1993 win at an average speed of 157.477 mph.

Leader of the Track

During the week, **Ryan Z Eck** is a typical 18-year-old. But on Saturdays, he straps on a helmet—and outraces drivers twice his age. In two years of racing, the speedy teen from Eureka, California, has earned thousands of dollars and won four college scholarships racing stock cars.

Some older drivers get jealous when Ryan beats them in a race. Even

Ryan's friends sometimes tease him: "Hey, Mr. NASCAR, you're still just a hometown boy." But others are proud. "They can't believe what I've done," says Ryan.

A driver's life isn't always easy.

Collisions, for example, are not uncommon, and Ryan has hit the track wall a couple of times. "I just went into a corner a little too fast, wound up in the marbles and hit it," he says of a recent mishap. Another time Ryan tried to pass a car, but instead he collided with it. "The impact sent me fishtailing out the straightaway," Ryan says. His car spun 180 degrees and slammed into the wall. "It ripped off the whole right side of the car," he adds.

Ryan walked away from both crashes. "With all the protective gear they have now, it's hard to get hurt," he says. "I wear padding all around me, and I have my fire suit. With the helmets and everything else, I'd rather race a car than drive on the freeway, because I feel safer. I have more protective gear."



hey!

What a winter, eh?

It's been especially blustery here in the A-Zone. Two things

have gotten us through these blisteringly cold days: deee-licious hot cocoa and dreams of summer fun on the beach. That reminds me that, as usual, it's time to answer some questions.

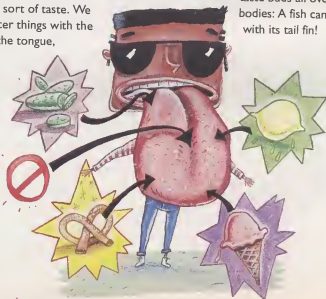
how do your taste buds make you like or hate certain foods?

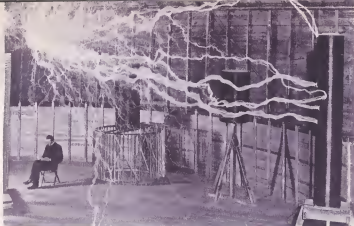
Megan Stokes, 13, Mount Laurel, NJ

Go to a mirror and stick out your tongue. Yuck! It's covered with tiny, wartlike bumps, called papillae—that's where your taste buds live. The taste buds are grouped together in zones. Each zone is sensitive to a different sort of taste. We taste bitter things with the back of the tongue,

sour and salt with the sides, and sweet foods with the tip. The center of the tongue has no taste buds—it can't taste a thing. (So lick that ice cream cone carefully!)

Humans have about 3,000 taste buds. Sound like a lot? A pig has 5,500 taste buds, and an antelope has 50,000! And animals that live in water have taste buds all over their bodies: A fish can taste with its tail fin!





Generating artificial lightning in a scientist's laboratory.

how are thunder and lightning made?

Xiomara Macias, 12, Los Angeles, CA

You know that funky electric shock you get when you shuffle across the carpet in your stocking feet and touch a metal doorknob? (I love it when that happens!) That's static electricity, the passage of an electrical charge between two differently charged objects. Lightning is the same thing, only on a much larger scale—it's a huge spark that comes from charges leaping from one cloud to another, or from a cloud to the ground.

In steamy summer weather, hot air rises quickly, and humidity in the air condenses. This creates billions of water drops and ice crystals. Powerful winds inside a thundercloud cause the drops and crystals to collide, producing electric charges. The particles with

positive charges go to the top of the cloud, while the negative charges settle to the bottom.

As the negative charges move downward, they meet rising positive charges from the earth. These opposite charges connect, causing a huge electrical current to flow. A bolt of lightning streaks between them at a speed of more than 50,000 miles per second.

And where there's lightning, there's usually thunder. The flash of lightning, as bright as a million 100-watt light bulbs, heats the air around it to temperatures several times that of the sun's surface. The hot air expands rapidly, sending a shock wave that creates the crashing and rumbling of thunder. Yikes, get inside!

Well, that's all for now. Till next time, play hard and think deep.

You can write to:
Joe Rocket
Master of All Knowledge
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011

SLIP SLIDIN' Away

BY SEAN PLOTNER

No matter where you live, life on earth is a moving experience.

Imagine waking up one morning and going for a stroll. You live in Washington, D.C., but in a matter of hours you've walked all the way to Africa!

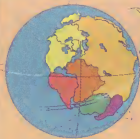
Not so long ago—well, okay, about 240 million years in the past—such a walk would have been no problem. Back then, all

the continents were pushed together into one gigantic supercontinent, with no ocean between Africa and North America. They've gradually been moving apart ever since.

That's because the continents and seafloor rest on top of massive slabs of rock called "plates." These plates refuse to

240 MILLION YEARS AGO

TODAY



All the continents were clumped together in a single supercontinent called Pongeeo. As you can see, the earth had only one ocean!

Look familiar? As Pongeeo broke apart, individual continents and oceans formed and moved to their current locations. The process is slow but steady. For instance, the Atlantic Ocean is growing wider by one inch every year.



stand still—they're always moving and interacting in a process called "plate tectonics." Over millions and millions of years, moving plates *slowly* shove the continents together and apart.

It's easy to see how today's continents once fit together just like pieces in a gigantic jigsaw

puzzle. It's a little more difficult to predict where the continents are headed next. But scientists are certain that millions of years from now, the continents will all be pushed into brand new positions.

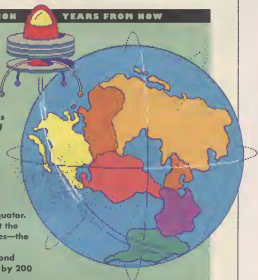
Anyone care to walk from California to Australia?

240 MILLION

YEARS FROM NOW

Whoa! It's all different again. That's because plate tectonics has moved everything around to new positions. This is just one possible scenario, according to geologist Chris Scotese of the University of Texas at Arlington. In this model, everything revolves in a clockwise motion, but not without some major effects:

- Europe is now near the North Pole.
- Siberia is now on the equator.
- Houston, Texas, is about the only place that never moves—the center of the world!
- Antarctica moves north and melts, raising ocean levels by 200 to 600 feet. This floods the Mississippi Basin and puts Chicago on the coast of what is now the Gulf of Mexico. Hey, Chicagoans, let's go to the beach!
- The eastern coasts of South America and North America shift to create Andes-type mountains on the east side of South America, giving that continent mountain ranges on both sides.
- Western North America, including California, breaks off from the continent and starts drifting north. It will eventually



collide with Alaska.

- Most of Africa pushes its way north, closing up the Mediterranean Sea and forcing up a mountain range to rival the Himalayas.
- East Africa breaks off and heads east, colliding with Western Australia.
- Australia moves to the northwest, connecting with the part of Africa that has broken off, along with Southeast Asia and China.



The **50** most **common** **words**

in the English
language are...

I You He She It
We They Me Him
Her Them What The
A An On To Of In
For With Out From
Over And About
Now Just Not
That This Is
Get Was
Will Have
Don't Do
Are Want
Can
Would
Go
Think
Say Be
See
Know
Tell
Thing



Where does it **all** go?



In **10** years,
the average man

shaves off a
pound of
whiskers.

See-Food:

First

And Your Fine Is...

That'll be
105,120
nickels,
mister.



In **1955**, a book was returned to the
Cambridge University Library—

288 years overdue.

A scallop has **35** eyes—all of them blue.

Foods

- The first doughnuts with holes were made by 15-year-old Hanson Gregory, who cut out the soggy centers of his fried cokes.
- The first hamburgers were eaten row, back in the Middle Ages.
- The first potato chips were made by

- an angry New York chef. A customer kept sending back his french fries, complaining that they were too thick and soft.
- The first ketchup was made of fish broth and mushrooms in China. It was called *ke-tsiop*. Sailors brought the sauce to England, where tomatoes were added and the name was changed to *ketchup*.



Pull it.

Peel it.

Play with it.

Eat it up.

Twizzlers Pull-n-Peel.
Chewy delicious cherry-flavored candy.

COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

Comic-book people are into lots of cool stuff. I asked Evan Dorkin, creator of *Kid Blastoff*, to name three of his favorite things. He said, "Pez dispensers, Godzilla and pinball machines." Co-creator Sarah Dyer said, "Japanese Barbie dolls, '50s bowling shirts and my cot, Pixel." Me, I'm into dinosaurs, Star Wars cards, coffee mugs—and this month's comics.

KID BLASTOFF in "Attack of the Bomb Squad," Part 3.....PAGE 56

ALADDIN

in "The Magic Monkey," Part 2.....PAGE 64

BONKERS

in "The Temple of Doom," Part 1.....PAGE 76

DARKWING DUCK

in "Evil Eye-Yi-Yi".....PAGE 82

GOOF TROOP in "Bad Connection".....PAGE 85

Let me know what you think. Write to me at:

Heidi MacDonald

DISNEY ADVENTURES

114 Fifth Avenue

New York, NY 10011

E-Mail: ComixAce@AOL.COM

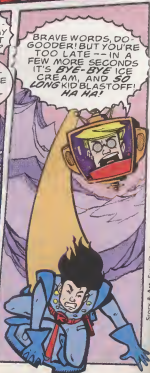
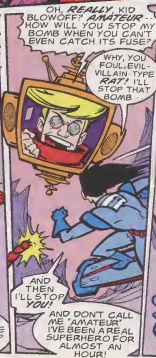
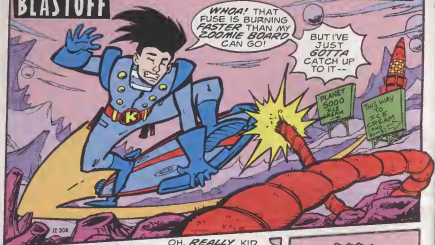
ADVENTURE ON!
Heidi



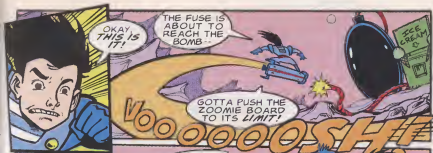
Kid BLASTOFF

in: the attack of the bomb squad
part three

KID BLASTOFF AND CREW HAVE TRACKED THE EVIL DR. HUGO BOOM TO PLANET 5000. BUT BOOM IS READY FOR THEM -- HIS GIANT BOMB WILL BLOW UP THE PLANET'S ONLY ICE CREAM SHOP IF KB CAN'T CUT THE FUSE IN TIME!



Story & Art: Evan Dorkin & Sarah Dyer © 1995 Evan Dorkin



GOTTA PUSH THE ZOOMIE BOARD TO ITS LIMIT!

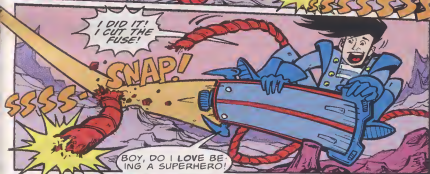
GOTTA ANGLE IT JUST RIGHT-- I'VE ONLY GOT ONE CHANCE--



I DID IT! I CUT THE FUSE!

SNAP!

BOY, DO I LOVE BEING A SUPERHERO!

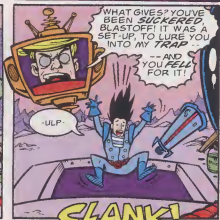


THE ICE CREAM IS SAFE! WHEN THE OTHERS GET HERE, THE SCOOPS ARE ON ME--

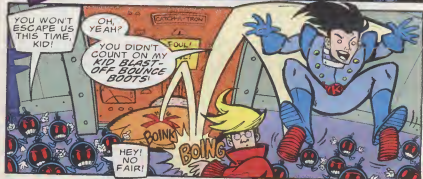
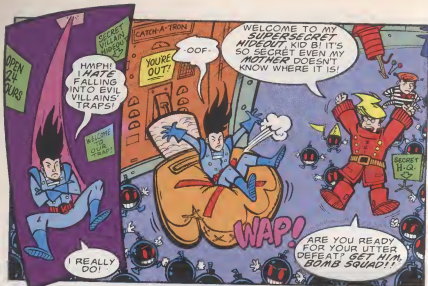
HEY! THIS PLACE IS A FAKE!

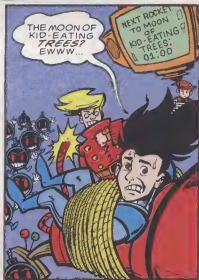


AND SO'S THE BOMB! WHAT GIVES?



CLANK!

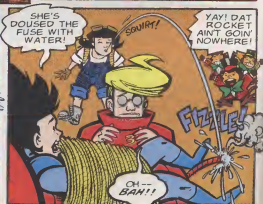
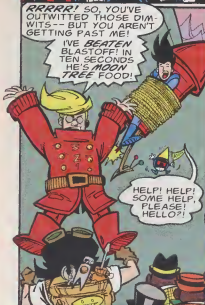


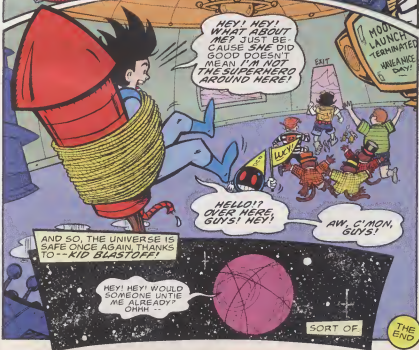


MEANWHILE, ABOVE GROUND...











WAKE UP, BOY. YOU'VE MADE A MESS, AND NOW YOU HAVE TO CLEAN IT UP.

IN THE LOST CITY OF PASHITAN, ALADDIN IS ON A MISSION FOR THE ALCHEMIST KASPIR TO BRING BACK A GOLDEN STATUE, WHEN HE ACCIDENTALLY AWAKENS A MAGICAL GIANT...

NOW, CAPTURED BY A MYSTERIOUS TRIBE, HE'S ABOUT TO LEARN THE TRUTH ABOUT THE GOLDEN STATUE AND ITS STRANGE GUARDIAN...



Disney *Aladdin*

"THE MAGIC MONKEY"

PART TWO

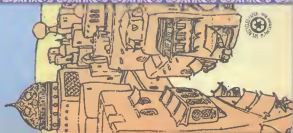
32 141

WH-WHO ARE YOU? WHERE AM I?

I'M MAYA, LEADER OF THESE PEOPLE. AND YOU'RE A THIEVING STREET-RAT!

WHY'D YOU WAKE THE SLEEPING ONE, EH, STREET-RAT?

"LET SLEEPING GIANTS LIE"



Open up a world of new adventures when you subscribe to **DISNEY ADVENTURES**.
Movies, music, sports, comics, puzzles, cool stuff, weird facts and more...

**Subscribe now and save over \$10
off the newsstand price.**

☐ **YES!** Send me 12 monthly issues
for only \$19.95.

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

BIRTHDAY _____

PARENT'S SIGNATURE _____

☐ **PAYMENT ENCLOSED**

☐ **BILL ME**

6503BB

Canadian orders, \$27.75 (please add 7% GST). Foreign orders, \$34.95. U.S. Funds. Please allow 6 to 8 weeks for delivery.

© Disney





NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 48 FLAGLER BEACH, FL

POSTAGE WILL BE PAID BY ADDRESSEE



P.O. Box 420202

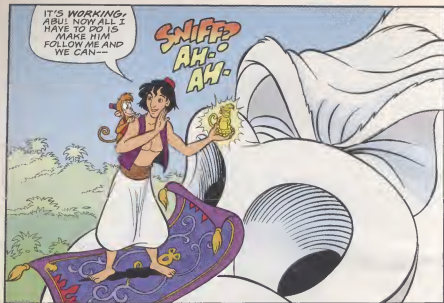
Palm Coast, FL 32142-9536



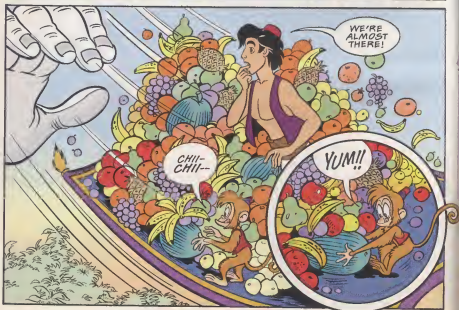
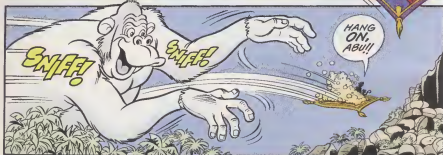


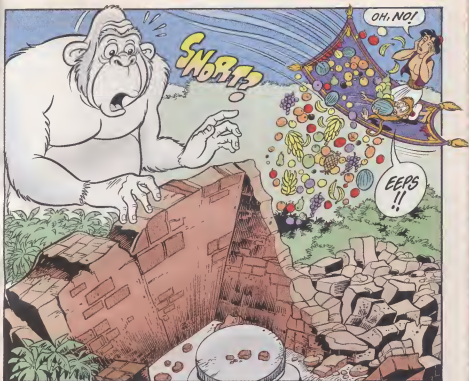


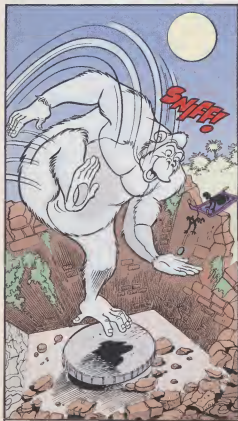


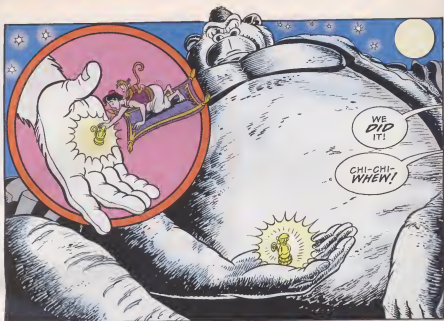












... I STILL
NEED A
GIFT FOR
JASMINE.

↳ SIGH! LOOKS
LIKE I FAILED
HER, ABU.

THAT NIGHT...

CHI-
HMM.

AREN'T THE
LANTERNS
BEAUTIFUL,
ALADDIN?

DON'T
YOU JUST
LOVE THE
FEAST OF
SPRING
LIGHTS?

UH...
SURE.

JASMINE...
I GOT YOU A
PRESENT...

NOTHING SPECIAL?
I'VE NEVER SEEN A
POMEGRANATE SO
BIG! ALADDIN, IT'S
WONDERFUL!

... I KNOW
IT'S NOTHING
SPECIAL...



Bonkers

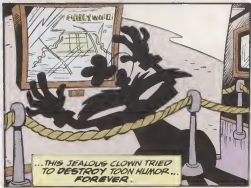
1-21-27

FILE NUMBER 3510/37A.
THE CASE OF THE
TOONSTONE.

MOST PEOPLE
LIKE TOONS.
MOST. BUT
NOT ALL.

TROUBLE IS, THERE'S
A CERTAIN CLOWN
WHO CAN'T STAND US
'CAUSE WE MAKE
PEOPLE LAUGH... AND
HE CA... CA... GAKK...

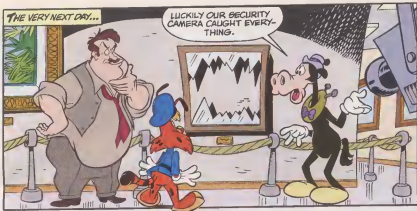
IN THE TEMPLE OF DOOM PART ONE



Writers: R. Humphrey, J. Behrke & J. Peterson Pencils: J. Musarok Inks: R. Biss, C.A. Vaziri & R. Barbero Lettering: G. Saadino Coloring: J. Goldman

THE VERY NEXT DAY...

LUCKILY OUR SECURITY CAMERA CAUGHT EVERYTHING.



YEAH, I SAW THE WHOLE THING...

...SOME CLOWN TOOK THE MAP.



OH GREAT. THAT'S A LOT OF HELP.

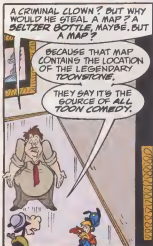
NOT JUST ANY CLOWN, LUCKY. THE WORLD'S ONLY CRIMINAL CLOWN.



A CRIMINAL CLOWN? BUT WHY WOULD HE STEAL A MAP? A SELTZER BOTTLE, MAYBE. BUT A MAP?

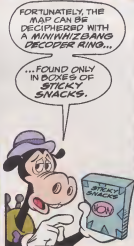
BECAUSE THAT MAP CONTAINS THE LOCATION OF THE LEGENDARY TOONSTONE.

THEY SAY IT'S THE SOURCE OF ALL TOON COMEDY.



FORTUNATELY, THE MAP CAN BE DECIPHERED WITH A MINIWHLIZBANG DECODER RING...

...FOUND ONLY IN BOXES OF STICKY SNACKS.

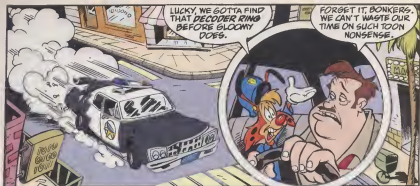


YIKERS! IF GLOOMY FINDS THE TOONSTONE, HE'LL DESTROY IT FOR SURE...

AND THEN TOONS W-WON'T BE FUNNY ANYMORE!

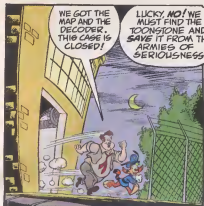
GULP!











WILL GLOOMY DESTROY LAUGHTER FOREVER?
HAVE WE GIGGLED OUR LAST GUFFAW?
TITTERED THE FINAL TEE-HEE?
FIND OUT THE ANSWERS NEXT ISSUE!



KEWL KID



KINGDOM SURVEY

D.A. thinks kids live in a very cool world. Yeah, you've got to go to school and do chores and stuff, but the rest of the time, you're master of your own kingdom. And we want to know what's rockin' your world. Fill out our survey and mail it by March 17, 1995 to:

KEWL KID KINGDOM SURVEY
DISNEY ADVENTURES
P. O. BOX 862
NEW YORK, NY 10011

- Y**ou use a **COMPUTER**
- a. at school.
 - b. at home.
 - c. at the library.
 - d. all of the above.
 - e. never.

Say you're the owner of a candy store, but you can only sell one kind of **CANDY**. What would it be? _____

If you could stay at any **AMUSEMENT PARK** for an entire week, where would you go? _____

- Y**ou usually go to a **MOVIE** because
- a. you saw a commercial or advertisement for it and it looked good.
 - b. you like to eat Red Vines and nachos.
 - c. your friends make you go.
 - d. you really don't want to clean the bathroom for the kazillionth time.

You've watched your **VIDEO** of _____ so many times, it's worn out.

Do you own a **CD-ROM** player?

- a. yes
- b. no

- Y**ou'd like to **LEARN** more about
- a. dinosaurs.
 - b. aliens and space creatures.
 - c. cartoons and animation.
 - d. monsters.
 - e. all of the above.
 - f. none of the above.

What's your favorite **CD-ROM**? _____

Clothes with sports-team **LOGOS** on them are

- a. way cool.
- b. soooo dull.

Your favorite **MOVIE** of all time is? _____

Whot **SPORT** do you hate to watch most?

- a. baseball
- b. football
- c. hockey
- d. basketball
- e. soccer

You go to a **FAST FOOD** restaurant for

- a. the yummy food.
- b. the free toy.
- c. the playground.
- e. all of the above.

Your favorite sport to **PLAY** is

- a. baseball.
- b. football.
- c. hockey.
- d. basketball.
- e. soccer.

Whot **SPORT** do you love to watch most, either on TV or in person?

- a. baseball
- b. football
- c. hockey
- d. basketball
- e. soccer

What's your favorite **SUBJECT** in school?

- a. history
- b. math
- c. English
- d. science
- e. gym
- f. other _____

Whot's your favorite live-action TV show?

Whot's the number-one thing you spend your **ALLOWANCE** on?

- a. toys
- b. video games
- c. books
- d. CDs
- e. candy, snacks
- f. clothes
- g. sports stuff like Rollerblades, baseball bats, etc.
- h. entertainment like movies, amusement parks, sporting events

Whot **TOY** did you get for Christmas that you're still playing with now? _____

You just can't miss what Saturday morning **CARTOON** show? _____

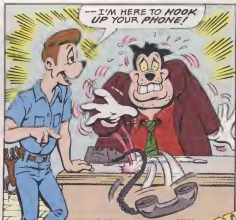
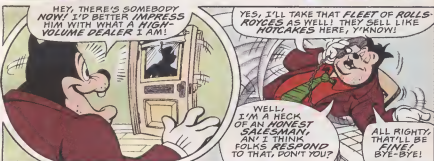
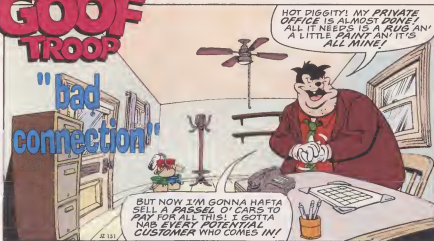
If you could meet **ANYONE**, living or dead, who would it be? _____

Your biggest concern about your **FUTURE** is

- a. saving the environment.
- b. getting good grades.
- c. staying healthy.
- d. what to eat for breakfast tomorrow morning.

GOOF TROOP

"bad connection"



END



**HAVE YOU DISCOVERED
ANY SECRET TIPS FOR
BEATING YOUR FAVORITE
VIDEO GAMES? TELL US!**

DISNEY ADVENTURES

Video Games
114 Fifth Avenue
New York, NY 10011



Mighty Morphin Power Rangers

PLAYERS: One or two

SYSTEM: Genesis

LEVELS: 8

MISSION: Stop evil Rita Repulsa from controlling the universe—of course!

DIFFICULTY: Brainer



Rita and her army.

Control the Red, Yellow, Blue, Pink or Black Power Ranger while trying to stop

You're in for some awesome battles when the Dinosaurs combine to create the mega-powerful Megazord.



Each character has a Vitality Meter at the top of the screen and a Power Meter located just below it. When the Power Meter is full, a special attack can be performed.



To be victorious, you must win seven battles. Each battle has two action-packed rounds. The

first round is fought as a Power Ranger. You fight the second round as a Megazord or Dragonzord.

WWF Raw

PLAYERS: Up to four

SYSTEM: Super NES/Genesis

LEVELS: 7 (Super NES)/6 (Genesis)

CHARACTERS: 12

MISSION: Step into the ring for the ultimate wrestling rumble.

DIFFICULTY: Brainer



Choose your favorite real-life WWF superstar and learn his "mega-moves." Then help your wrestler slam

Besides mastering each wrestler's regular moves and "mega-moves," be sure you know how to perform "dirty trick moves," like the eye gouge or choke hold.



This 24-meg cart has many game play modes: One-on-One Brawl, Tournament Mode, The Royal Rumble and Tag-Team Matches.



his opponents into the mat to achieve complete and total victory.

WHAT'S IN this Stuff?

WHAT'S IN A SUBMARINE?



WHAT'S IN A BASEBALL?



**WHAT'S IN
GARFIELD
ROUND RAVIOLI?**
PRESENTING RAVIOLI WITH HUGE
MORSELS OF **MEAT** AND HELD
IN PLACE BY **PASTA**
SAUCE UNTIL YOU
CAN GET AT
THEM!

WHAT'S IN A RAIN FOREST?



IT'S HARD
STALKING WILD
RAVIOLI, BUT IT
DOES WORK UP
AN APPETITE.





Space Invaders

PLAYERS: One or two

SYSTEMS: Game Boy/Super Game Boy

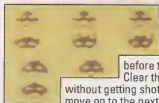
STAGES: 23 (Super NES)/25 (Genesis)/26 (Sega CD)

MISSION: Blast away the alien invaders!

DIFFICULTY: Brainer

Hide behind barriers and choose the right moment to launch your attack. Earn 1,500 points to receive an extra life.

Play a one-player game, a two-player competitive game or the special Arcade Mode game.



Shoot down the alien ships before they land. Clear the screen without getting shot and you'll move on to the next level.

The Tick

PLAYERS: One

SYSTEM: Super NES/Genesis

WORLDS: 44

MISSION: As The Tick, you need to outsmart dozens of enemies.

DIFFICULTY: Brainer



you'll meet The Tick's sidekick who will help you defeat enemies.

As you explore each level, look for the bonus stages. In these stages,



You'll experience a madcap adventure with humor and action at every turn. Nasty ninjas, spiteful clowns and maniacal monsters are just some of the enemies you'll have to defeat.



Take control of The Tick—a bright blue, 400-pound, 7-foot-tall tick who can't be harmed by bullets or

most other weapons. He's the star of this interactive, animated adventure based on the comic book and TV series.

The Tick must also defeat Boss characters, who are stronger and smarter than his regular enemies. That makes the action even more intense.



GAMERS

TIP OF THE MONTH

Jurassic Park for the Game Boy has a cheat code that allows gamers to skip levels. At the main title screen, wait for the dino's mouth to open, then quickly press Up, Down, Left, Up, Down, Right, Select and Select. Now, start playing the game. To skip to the next stage, hold down Start and press Select at the same time.

Matthew Belan, 13, Elizabeth, Pennsylvania

Adventure!



You're hunting unicorns to save a life ...

First Quest
ROGUES
RICHES



You've got something
she wants back ...

Elaine Cunningham



For the store nearest you
call 1-800-384-4TSR

First Quest
ENDLESS
QUEST

YOU OWN THE ADVENTURE!



These cats
are not cute!



Night
of the
Tiger

Jean Rabe

Reading adventures only cool
enough for you! From the #1
fantasy adventure book guys!
Available at Waldenbooks,
B. Dalton Bookseller, and
other fine book, game, and
hobby stores nationwide.

First Quest™

BOOKS

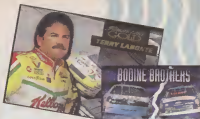
&

Endless
Quest
BOOKS



Your new side-kick's a hot shot!

® and ™ design trademarks owned by TSR, Inc.
©1994 TSR, Inc. All Rights Reserved



Speedy NASCAR driver Terry Labonte's supercool card. See below.

Vroooooommm! Strap on your seat belts and get ready to rumble—Card Shark's caught the racing bug. Which of these speedy sets will take the checkered flag? You tell us.



SKYBOX PREMIER EDITION

It's SkyBox's first set of racing cards ever, and it was worth the wait! Oversized to show off hot action shots, the 27-card set takes you from the shops to the pit. It features 13 of the hottest drivers, including Terry

Labonte, Rusty Wallace and Kyle Petty. Card Shark loves the six-card puzzle highlighting the different stages of building a NASCAR vehicle. The front of each card shows a different part of the car; when you flip them all over, you have a picture-perfect view of Darrell Waltrip's car.

PRESS PASS OPTIMA XL

Press Pass' first oversized set (measuring $2\frac{1}{2}$ " x $4\frac{11}{16}$ ") is a 64-card collection of the hottest drivers and coolest inserts to hit the track. The six-card Double Clutch insert set showcases drivers who race the two major NASCAR circuits. The Red Hot Series adds sizzling red foil stamping to the set's original 64 cards. Plus, two Racing Families subsets spotlight Dale Earnhardt: Four cards highlight his immediate family, and another three-card subset features his on-track racing "family."



FINISH LINE GOLD

Printed on superthick paper with UV coating and gold foil stamping, the 100-card Gold Edition features top NASCAR drivers and their cars. Look for the limited-print 10-card subset Teamwork Gold, featuring drivers and their crew chiefs, printed on a special gold foil stock. Racing fans will love the autographed cards from racers like Mark Martin, Michael Waltrip and Ricky Rudd. Collectors will race from pack to pack searching for one of 3,000 randomly inserted Ernie Irvan Gold Hologram cards.



What kind of cards do you collect? Write to Card Shark:
DISNEY ADVENTURES, Card Shark, 114 Fifth Avenue, New York, NY 10011

PUZZLES

GAMES & ACTIVITIES

matt splat

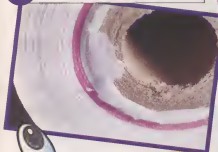
Mott loves to create art, but his pointing technique is a little sloppy! Splashes of red, dribbles of yellow, squirts of blue—this is how Mott Splot points his masterpieces! Mott used eight colors to create this painting—blue, black, red, yellow, peach, white, lavender and green. The first color Mott put down was white. Can you tell what color he put down second, third, fourth, and so on?



- | | | | |
|---|-------|---|-------|
| 1 | white | 5 | _____ |
| 2 | _____ | 6 | _____ |
| 3 | _____ | 7 | _____ |
| 4 | _____ | 8 | _____ |

eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.



the name game

Sports stars have some of the coolest nicknames.

Match these athletes with their real first names.

(If we gave you the last names, it'd be way too easy!)

- 
- | | |
|----------------------|------------------|
| 1. "Crime Dog" | a. Norman |
| 2. "Bobe" | b. Michael |
| 3. "Boomer" | c. Reggie |
| 4. "Prime Time" | d. Fred |
| 5. "The Rocket" | e. Clyde |
| 6. "Hammerin' Hank" | f. George Herman |
| 7. "Magic" | g. Bobby |
| 8. "The Great One" | h. Deion |
| 9. "Air" | i. Earvin |
| 10. "Mr. October" | j. Henry |
| 11. "The Golden Jet" | k. Wayne |
| 12. "The Glide" | l. Raghib |



ANSWERS



12. (e) Clyde "The Glide" Drexler
11. (g) Bobby "The Golden Jet" Hull
10. (c) Reggie "Mr. October" Jackson
9. (b) Michael "Air" Jordan
8. (k) Wayne "The Great One" Gretzky
7. (i) Earvin "Magic" Johnson
6. (j) Henry "Hammerin' Hank" Aaron
5. (i) Raghib "The Rocket" Ismail
4. (h) Deion "Prime Time" Sanders
3. (a) Norman "Boomer" Esiason
2. (f) George Herman "Babe" Ruth
1. (d) Fred "Crime Dog" McGriff

NAME GAME

1. white
2. red
3. yellow
4. green
5. blue
6. black
7. peach
8. lavender

MATT SPLAT

1. Whipped cream nozzle
2. Paintbrush
3. Adding-machine paper
4. Eyeglass nose-pad
5. Tire-pressure gauge
6. Combination lock



EYE BOGLERS

Cover: Photo Courtesy of Reebok; pencils by Scott Tilley; painting by Tim Huhn. Page 1: Steve Tague; FPG International. Page 6: Aletha Reppel. Page 7: Peter Spacek. Page 9: Peter Yates; Aletha Reppel. Page 10: TM and ©Paramount Parks Inc. WAYNE'S WORLD used under authorization from NBC & Paramount Pictures. The Hurler is a trademark of Paramount Parks Inc. All rights reserved; ©Edie Baskin, 1991. Page 11: FPG International; ©Image Club Graphics Inc. Page 12: Dastardly and Muttley are TM and ©1994 Hanna-Barbera Productions, Inc. All rights reserved; The Jetsons are TM Hanna-Barbera Productions, Inc. ©1989 Universal City Studios, Inc.; Yogi Bear is TM and ©Hanna-Barbera Productions, Inc. from YOGI, THE EASTER BEAR. ©1994 Hanna-Barbera Cartoons, Inc. Page 13: David Art Sales. Page 16: Miramax Films; ©1994 Theo Westenberger; Paramount Pictures. Page 18: Hearst Entertainment. Page 19: E.J. Camp/Fox. Pages 22-23: ©Mark Seliger/Outline. Pages 24-25: Robert Zammarchi. Page 26: Courtesy of Electronic Arts. Pages 27-28: Robert Zammarchi. Page 29: Dale Tait/©NBA Photos; Nathaniel S. Butter/©NBA Photos; Courtesy of Electronic Arts. Page 30: Courtesy of Electronic Arts; ©Outline. Page 31: Courtesy of Electronic Arts. Page 32: Steve Tague. Page 33: ©The Bettmann Archive. Page 34: ©Focus on Sports; ©1981 Paramount Pictures Corp. Page 35: ©1984 Universal City Studios, Inc. and Dino De Laurentiis Corp.; Damian Strohmeier/©Allsport USA; Mike Powell/©Allsport USA. Page 37: FPG International; National Geographic Society. Pages 38-39: FPG International; National Geographic Society; Dr. Robert D. Ballard. Pages 40-41: FPG International; Dr. Robert D. Ballard; The Bettmann Archive. Page 42: Dr. Robert D. Ballard; Woods Hole Oceanographic Institute; Peter French/©1994. All rights reserved JASON Foundation for Education. Page 43: FPG International; The Bettmann Archive. Page 44: ©Focus on Sports. Page 45: Jim Gund/©Allsport USA. Page 46: Steve Swope/©Allsport USA; illustration by David Peters. Page 48: Joe Rocco. Page 49: The Bettmann Archive. Pages 50-51: Mark Von Ulrich. Page 52: Peter Spacek; Wayne Vincent. Page 53: Amy Wasserman. Page 92: Bob Staake. Page 93: Harold Sweet. Page 94: Keith Locke. Page 96: The Bettmann Archive; TM and ©1994 Saban. All rights reserved.

DISNEY ADVENTURES (ISSN 1055-2491) (USPS 605-483) is published monthly by Disney Magazine Publishing, Inc. Principal offices: 114 Fifth Avenue, New York, NY 10011 (212) 637-4400. Fax number: (212) 607-3527. For subscriptions and customer service: (800) 829-5146. Second-class postage paid at Burbank, CA and additional mailing offices. POSTMASTER: Send address changes to DISNEY ADVENTURES, Palm Coast, FL. P.O. Box 420125, Palm Coast, FL 32142. Single copies \$2.50 each. Subscription rate \$19.95 per year. ©1995 THE WALT DISNEY COMPANY. All rights reserved. Reproduction in whole or part without written permission is prohibited. All materials sent to Disney Adventures become the property of the magazine and may be reprinted without compensation or acknowledgment. Subscriptions cannot be returned unless accompanied by a self-addressed stamped envelope. Printed in U.S.A.

see you
next month!

Here's Harry Houdini, escape

artist, chained up and ready to jump! Read

Fooled ya! We asked a **top magician** to create tricks for you to play on April Fools' Day. He practiced on me, but I was waaaay too smart! (Hey, where's my watch?)

Sam

We'll learn the secret origin of Spoonerville in "Losted Founder's Day," starring Goofy and Max.

Heidi



more about him in our next **Big Adventure**.



Put on your gaggles, flip a switch and get ready to feel as if you're in another world! It's **virtual reality**, and we'll tell you about cool places around the country where you can act like a V.R. Trooper!

Phyllis

We interviewed today's most promising **junior jockey**—he's riding high on his way to the Kentucky Derby!

Suzanne



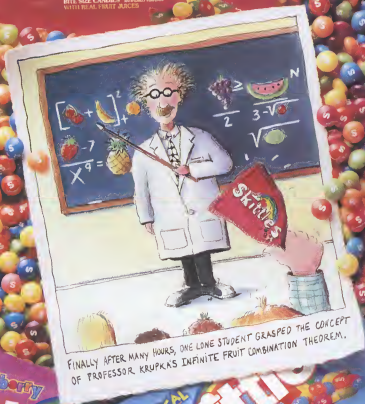
On sale at newsstands everywhere...

MARCH 7!

Original
FRUIT

Skittles

BITE SIZE CANDIES NATURALLY AND ARTIFICIALLY FLAVORED WITH REAL FRUIT JUICES



Wild Berry

Skittles

BITE SIZE CANDIES NATURALLY AND ARTIFICIALLY FLAVORED WITH REAL FRUIT JUICES

Tropical

Skittles

BITE SIZE CANDIES NATURALLY AND ARTIFICIALLY FLAVORED WITH REAL FRUIT JUICES



OF FRUIT FLAVORS®

© Mars Incorporated 1994

Tues. Wed. Thurs.

Mon.

Took Tim his favorite cereal, Cap'n Crunch. He's not sure about giving a speech to his class.

Helped Tim with speech. Told him to pick a topic he enjoys. Tim picked mountain bikes. We had a bowl of my delicious cereal.

Tim's speech is getting better. Got him to imagine his audience in their underwear so he wouldn't be so nervous. Brought Tim 2 more boxes of crunch. He loves that sweet crunchy taste!

Tim can't wait to give speech. Maybe all he needed was to crunch up his confidence. Cleaned my room. Have to stop eating my cereal in bed.

Tim's speech was terrific! Got an A+ from the whole class. I know he could do it! Weekend! Time to go to national speed boat races!



You and the Cap'n make it happen!